ROSEN'S BRIGADE™

for Atari® 400/800/1200XL Computer (16K)

by Ron Rosen

GAME PLAY

As the fearless pilot of a fighter jet, you attempt to rescue your fellow pilots as they bail out of their aircraft over enemy lines. You begin the game with one jet ready for action, and two jets in reserve. You fight off battleships, tanks, planes, and helicopters.

To rescue the parachutists and score points, just touch them with your jet as they fall from the sky. Shoot and destroy all enemy craft and score more points. If you destroy all the enemy forces in one level you advance to a new, more difficult level. On your rescue mission, avoid crashing into the water, ground, enemy planes, helicopters, ships, and explosions or you will loose your jet.

TO START

Connect a joystick to controller jack #1 on your computer.

Diskette — Turn off your computer and remove all cartridges. Turn on the power to your video monitor and disk drive #1. Wait for the red "drive busy" light to turn off. Insert the diskette and close the drive door. Now turn on the computer.

Cassette — Turn off your computer and remove all cartridges. Insert the cassette into your tape player and press PLAY. (Note: rewind tape if previously played.) Hold down the START key (on computer) and turn on your computer. When you hear the "buzzer" press RETURN.

SELECT	skill level
START or joystick button	begin game

Joystick Control

←-left, →-right, ↑ up, ↓ down

button-fire

Other Keys

ESC pause game. Press any key to resume.

SYSTEM RESET abort game.

SCORING

plane	100
helicopter	500
ship	1000
tank	1000
parachutist	1000

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PROGRAMMER'S OPPORTUNITY

Are you an experienced, assembly-language programmer? Have you written an original program that you would like GENTRY to market? Do you have a terrific concept that would make a great computer product? If you answered "yes" to any of these questions, then we'd like to talk with you!

GENTRY is actively seeking experienced programmers, state-of-the-art programs, and program concepts for the Apple, Atari, Commodore 64, TI 99/4A, Tandy Color and other personal computers.

If you are a PROGRAMMER:

GENTRY continually considers qualified applicants to add to our in-house programming staff. Qualified applicants have extensive machine-language experience on the computers listed above and are able to work individually or on teams. Responsibilities include developing arcade-style, adventure, and educational games and home management software for marketing through GENTRY's extensive domestic and international distribution channels.

If you have a PROGRAM or CONCEPT:

GENTRY continually evaluates programs and concepts which authors submit for our review. Evaluation criteria include: originality of concept, utilization of graphics and sound, playability, user-friendliness and over-all appeal. We review submissions as quickly as possible and take great care to ensure complete confidentiality and protection for your product or concept.

GENTRY, a leading marketer of personal computer software, can offer you opportunities that no other software company can. So — if you're ready to join one of the top names in personal computer software, contact our New Product Development Manager at:

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